

Antonio Alvarado

Game Designer · Dreamer · Shipped on Steam & Consoles

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ABOUT

Over the past four years I've helped bring three indie titles from blank documents to shipped products on Steam and consoles: designing the levels, building the systems, shaping the worlds, and shipping. My biggest and first commercial project launched with 65,000 wishlists and crossed \$200K in revenue. I care about how games feel, what they mean, and whether players remember them. I will keep honing my craft and I love spending my time analyzing level and narrative design in games.

GAME WORK

Game Designer & Producer / **Pneumata** 2022 – 2024

- Launched a full-length horror title to Steam and consoles — 65,000 wishlists at launch, \$200K+ gross revenue.
- Designed 9 levels end-to-end: layout, encounter flow, pacing, atmosphere, and environmental storytelling.
- Built the full combat system: 5+ enemy types with distinct AI, 10+ weapons, tuned across a 4–6 hour experience.
- Ran production soup to nuts — schedules, standups, Trello/Notion tracking, and remote team coordination across QA, art, audio, and localization.
- Handled QA, bug reports, test build distribution, and asset implementation in Unreal Engine 5 / Git / Perforce.

Game Designer & Producer / **P1: Anchor Light** 2025

- Full level and narrative design on a shipped indie title; coordinated outsourcing, documentation, and cross-discipline support.

Game Designer & Producer / **Po: Byte Size Brilliance** 2025 – 2026

- Designing gameplay loops, progression systems, and levels from prototype through production — targeting Steam release.

MOST RECENT PROFESSIONAL WORK

Office Manager / Admin Clerk / **Legal Needs APC · Palmdale School District · LA County** 2020 – Present

- Scheduling, budgeting, vendor coordination, and client-facing support across legal, government, and education settings.
- High-volume sensitive data entry and documentation — built the habits of accuracy and follow-through I bring to every project.

SKILLS

Design Level Design · Systems Design · Narrative Design · Encounter Design · Game Loop & Retention Analysis

Production Sprint Planning · Remote Team Coordination · QA Pipelines · Outsourcing · Milestone Tracking

Tools Unreal Engine 5 · Git · Perforce · Trello · Notion · Jira · Confluence · Mantis · Google Sheets

Strengths Coachable · Cross-discipline · Creative Problem-Solving · Team-oriented · High follow-through

All three titles publicly available on Steam & consoles

Pneumata: <https://store.steampowered.com/app/1183850/Pneumata/>

P0: Byte-Sized Brilliance: https://store.steampowered.com/app/4201810/P0_ByteSized_Brilliance/

P1: Anchor Light: https://store.steampowered.com/app/3842700/P1_Anchor_Light/